

Amsoft

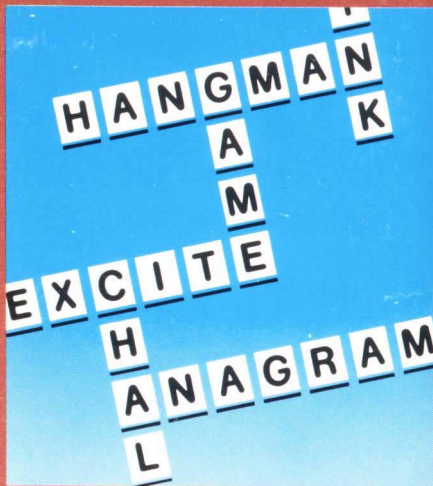
XANAGRAMS

POSTERN

SOFT
133

CPC464

Amsoft



XANAGRAMS

BY POSTERN

XANAGRAMS

XANAGRAMS is an educational word game which, in its simplest form, can be played by the youngest school child and, at the highest level, will be a challenge to the most literate adult.

XANAGRAMS combines the fun of hangman with the mental stimulation of anagrams and crosswords.

XANAGRAMS contains over 4000 different words, the number of permutations is therefore incalculable!

LOADING INSTRUCTIONS

- Check that the cassette is fully rewound.
- Hold down the CTRL key and press the small ENTER key.
- Press the play key on the Datalogger followed by pressing any key.
- XANAGRAMS will then load together with its list of words, when everything has loaded "XANAGRAMS" will be displayed on the screen.
Loading will take about 9 minutes.

PLAYING XANAGRAMS

e) You will then be asked which level of play you require. There are 3 levels:-

level 1 is set for junior school children

level 2 is for the senior school child

level 3 is for adults and brighter children

f) Select the level of play by pressing 1,2 or 3.

g) Having chosen the level of play the program will ask you how many words you require (1 to 5). If more than 1 word is chosen the words will be linked like a crossword. Obviously the more words you choose the more challenging the game! Select the number by pressing the relevant key.

h) The XANAGRAMS screen will then be displayed. The words will be layed out as a series of boxes. You will have to guess which letter goes in which box. This is done by simply pressing the relevant alphabetic key. The box for the letter you are currently guessing, is shown flashing.

i) On the right of the screen are all the letters that go to make up the words.

j) When a correct letter is chosen it will appear in the appropriate box, disappear from the list on the right and you will score 30 points. If you make an incorrect choice you will lose 5 points and the colour of the letter in the table on the right will change.

k) You can move the cursor about by using the cursor keys. If you move the cursor before finding the correct letter then the letters in the table are restored to their original colour.

l) If you are stuck then by pressing the number 1 key that letter is revealed but you will lose 50 points, or 100 points if it is the first letter of a word.

m) If you are totally defeated and wish to end the game, press number 3 followed by the letter Y, and the remaining letters will be displayed.

n) If you wish to avoid disturbing other people then you can turn the sound off by pressing number 5 key. The sound can be restored by pressing 5 again.

o) At the top of the screen the current and highest score is displayed.

SCORING

700	Stay in after school
800	Extra homework please
900	Are you paying attention?
1000	Not bad
1100	Improving
1200	Excellent
over 1200	You may go to the top of the class and give out the pencils at playtime!

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